

USER'S GUIDE

Macintosh



POSTER KIT



Introduction

This easy-to-use publishing program, with its word processor and graphics based on the popular movie **Jurassic Park™**, allows you and your children to combine art with text to create posters. For young users, Kid's Menus are included to make using the program less confusing, with fewer menus and a shorter list of options to choose from. The program includes bold graphic backgrounds designed to be "written upon". It allows you to take advantage of clip art that is easy to move and change. For a "crash course" on how to use the program, go to the Quick Start section. For an in-depth explanation of the program's many exciting features, refer to the Full Menus section or the Kid's Menu section of the Reference Guide.

Special features include:

- Goof-proof designing--reposition text and clip art any time
- Type in a variety of styles and colors
- Flip, rotate, and resize text and clip art
- Group clip art
- Resize background graphics
- Choose from Kid's Menus or Full Menus
- Basic drawing tools
- Import PICT, TIFF, EPS files
- Prints in a variety of sizes up to 37 feet tall!
- Color printing on a variety of printers, including the ImageWriter
- System 7 compatible
- 2 MB free memory needed

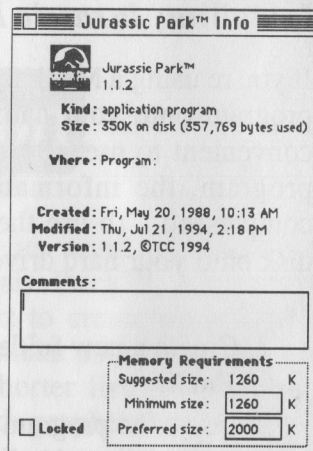
Installing *Jurassic Park™* on a Hard Disk

If you're using a Macintosh with a hard drive, you'll want to install the program onto your hard drive. This will make the program more convenient to use. Because of the amount of art included with this program, the information on the distribution diskette has been compressed. To use the program, you will need to decompress the disk onto your hard drive.

1. Create a new folder on your hard drive and name it **Jurassic Park**.
2. Insert the program disk into your drive and double-click on the disk. When the disk icon opens up, you will see an icon in the disk window.
3. Double-click on the **Jurassic Park.sea** icon and the **Select Destination Folder** dialog box appears.
4. Click on the **Drive** (or **Desktop**) Button until the name of the hard drive appears next to "Volume:."
5. Scroll down and double click on the **Jurassic Park** folder name you previously created in step 1. The name "**Jurassic Park**" should appear next to "**Folder:**".
6. Click on the **Extract** Button to extract the program from the disk to your hard drive. When you decompress the files, they automatically create art folders for themselves.
7. After the files are extracted, you are returned to your desktop.
8. Store the master disk in a safe place.

Changing the Amount of Memory the Program Uses

If you're running **System 7** or **Multifinder** and you get an "out of memory" message while using the program, you can increase the program's memory size from the **Get Info Window** in the **File Menu**.



1. Quit the program and then click the **Jurassic Park** icon to select it.
2. Choose **Get Info** from the **File Menu**.
3. Drag across the number in the box labeled "Application Memory Size" to select it.
4. Type the number of kilobytes (K) of memory you want the program to set aside for itself. (Add 500K to the Application Memory Size, or more if necessary.
5. Close the **Get Info Window**.

16 Color Mode

We recommend that you use only the **16 color mode**. Using the 256 color mode slows down processing and uses up memory.

1. To specify the number of colors to be displayed on the monitor, first choose **Control Panel** from the **Apple Menu**. The **General Control Panel** appears.
2. Scroll if necessary to locate the **Monitors** icon, then click it to display the Monitors section. The **Monitors Control Panel** appears. The pointer becomes a crosshair when you place it in the monitor-position or monitor-characteristics area.
3. Click on the **Colors** circle and the number **16** inside the **Characteristics** box. The number of colors you specified remains in effect until you change it.

Quick Start

If you're already familiar with the Macintosh, this section will let you get right into the program and have a printout within minutes! **Quick Start** provides step-by-step instructions to create a document without the need to learn all of the options available in the program. Once you have an understanding of how to create a design with backgrounds, clip art, and text, we suggest that you read the Reference Guide. There you'll learn how to take advantage of all the special features available to you.

Here are some terms that you should know before starting:

- **Click on-** Use the Mouse to move the **Arrow Cursor** onto the clickable area desired and press the **Mouse Button**.
- **Select-** Use the Mouse to move the **Arrow Cursor** to the area you wish to select and hold down the **Mouse Button**. Scroll up or down until the selection you want is **highlighted** and then release the button.
- **Dragging-** Use the Mouse to move the **Arrow Cursor** to the object you would like to move and hold down the **Mouse Button** while moving the Mouse so that the object moves or stretches.

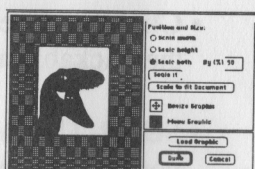
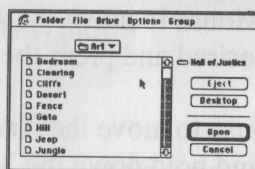
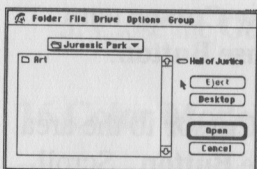
Creating a Design

Boot up the program by double-clicking on the **Jurassic Park** Icon. Click on the opening screen picture and a new file automatically opens up under the name of **Untitled**. You'll begin

creating your design, using the Kids's Menus, with a background picture. Select **Kid's Menus** from the **Edit Menu**.

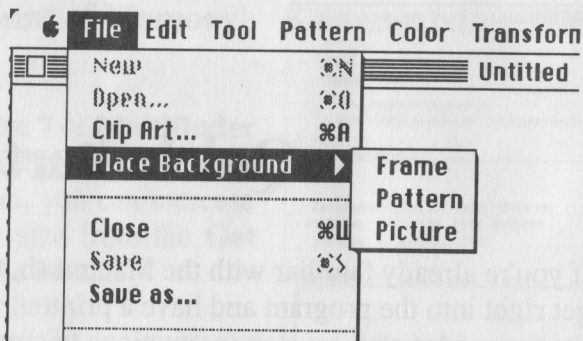
Background Pictures

Select **Picture** from the **File Menu**. The first time you select art, a dialogue box appears with the art folder listed.



Double-click on the Art Folder and a list of background pictures appears. Highlight a background and click on **Open**.

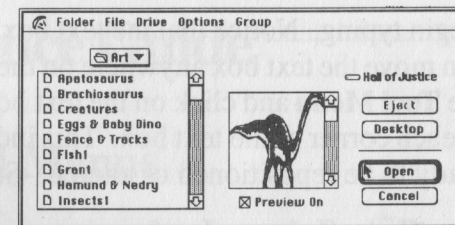
Another dialog box appears displaying a miniature representation of the background. You're given the choice of loading a different background or the one you selected. Click on **Done** to place the picture on your document. The upper portion of the background that you selected appears on the screen. Use the scroll bars to view the entire background.



Adding Clip Art

Choosing a Category

Now you're ready to add clip art. Select **Clip Art** from the **File Menu**. A list of clip art categories appears. Click on a clip art category. The first piece of clip art from that category appears in the **Preview Box**. Use the scroll bar to preview the clip art. When you decide on a category, click on **Open**.

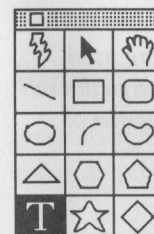


Designing with Clip Art

The first piece of clip art (from the category that you selected) appears on your design. Press the **Space Bar** to view the different pieces of clip art in the category. Move a piece of clip art by dragging it anywhere on the background. If you want another piece of clip art from the same category, hold down the **Option Key** and "drag off" a copy. Now, simply press the **Space Bar** to view the other clip art in the category. Repeat these steps to continue using clip art from this one category. If you want to choose a different clip art category, select **Clip Art** from the **File Menu**.

When you are finished placing clip art on the background, it's a good idea to save your design at this point. Select **Save** from the **File Menu**. Type in a name for your design and click on **Save**. The name of your design appears on the top of your document.

Adding Text



All you need to do now is add text to your design. Select the **Text Tool (T)** from the **Tool Menu**. Your cursor turns into a cross. Place the cursor where you would like to begin typing and "drag" the Mouse to create a text box. (Don't be concerned about the size, as this can be altered later.)

Begin typing. Notice that the text box grows in size as you type.) You can move the text box anywhere on the screen. Select the **Arrow** from the **Tool Menu** and click on the text box. Notice the four grey handles in each corner of the text box. This indicates that the area is "live" and ready to be repositioned or altered. Save your design.

Printing Your Design

If using a **LaserWriter**, select **Page Setup** from the **File Menu**. Click on **Options** and make sure **Precision Bit Map** and **Larger Print Area** are selected. Click on **OK**. If using an **ImageWriter**, choose **Page Setup** and make sure **No Gaps Between Pages** is selected; then click on **OK**.

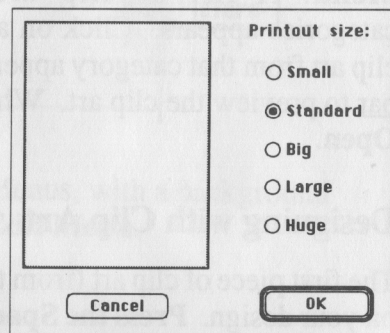
Special Note: The program will only print in Best and Faster. Select Faster and click on Print.

Click on **OK** in the **Page Setup Menu**. Now select **Print** from the **File Menu**. The **Print Dialog Box** appears. The default setting is Standard (a single page size) and is adequate for now. Click on **OK** to print your design.

If using a **LaserWriter**, a second **Print Dialog Box** appears giving you all sorts of options. Ignore them. Just click on **Print**. That's it, you're done!

There are many more exciting features available to you. Please read the Reference Guide for further information.

Note: The exact content of the dialog box depends on the printer being used. Refer to your Macintosh owner's guide or printer manual. If your design doesn't print, you may not be properly linked to your printer. See the Print section of the Reference Guide for help.



Reference Guide

Full Menus

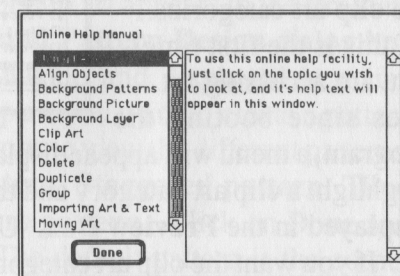
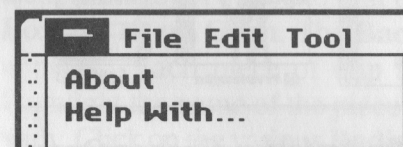
The Full Menus offer you all of the options that **Jurassic Park™ Poster Kit** has to offer. If Full Menu appears under the Edit Menu, select it. Otherwise, you are already in the Full Menu setup.

The Apple Menu

If you select the **Apple Menu**, there will be two items belonging to the program: **About Jurassic Park...** and **Help with....**

Choosing **About Jurassic Park...** displays an opening screen. Click on the picture to close the category.

Choosing **Help with...** pops-up a dialog box that lists the topics for which help is available. Click on **Done** when finished.



Importing Art on the Scrapbook

Any image that can be saved into the Scrapbook can be imported and used in your **Jurassic Park** designs.

File	Edit	Tool	Pattern
New			⌘N
Open...			⌘O
Clip Art...			⌘A
Place Background			▶
Close			⌘W
Save			⌘S
Save as...			
Print Preview			
Page Setup...			
Print			⌘P
Quit			⌘Q

The File Menu

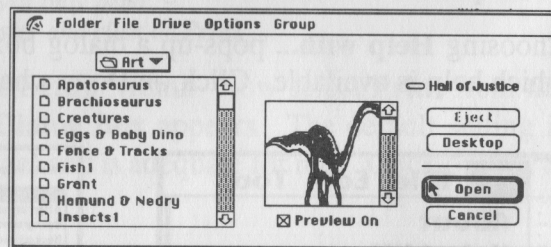
New- Select **New** to open a blank page (Shortcut, ⌘N). If there is a file open already, **New** will be grayed out. Only one file can be open at one time. You'll have to close the opened file by selecting **Close** from the **File Menu**.

Open- The **Open** command allows you to open different files, using a standard Macintosh-style list box. Select **Open** from

the **File Menu**. Highlight the file name that you want and click on **Open**. Your document appears. If you're already in the program and want to open another file, save and close the file you're in first (Shortcut, ⌘O).

Clip Art

Select **Clip Art** to access the clip art categories. (If this is the first time you are accessing art files since booting the program, a menu will appear displaying the Art folder. Click on **Open**.) Highlight a clip art category and the first piece of art in that category is displayed in the **Preview Box**. Use the scroll bar to preview the clip art. If you want the clip art category, click on **Open** and you're returned to your design. The first piece of clip art in the category is on the screen. Press the **Space Bar** or the **Right Arrow Key** to view all the clip art within the category. (To view the clip art in reverse order, press the **Shift Key** before pressing the **Space Bar** or press the **Left Arrow Key**.) If you want to add an additional piece of clip art from the same category, select **Duplicate** from the **Edit Menu**, ⌘D, or hold down the **Option Key**. If you want to add another piece of clip art from a different category, select **Clip Art** from the **File Menu**.

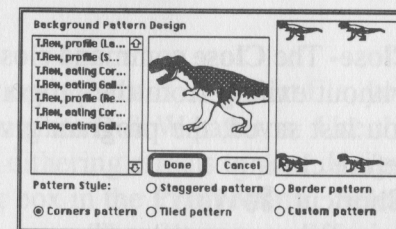


Deleting Clip Art- Click on a piece of clip art and press the **Delete Key**.

Place Background:

Frame- Select **Frame** from the **Place Background Submenu**. (If this is the first time you are accessing art files since booting the program, a menu will appear displaying the Art Folder. Click on **Open**.) Highlight **Frame** and click on **Open** and a list of frames appears in the **Preview Box**. Click on **Select** to add the frame to your document. The frame borders the entire page.

Pattern- Background patterns are designed with individual pieces of clip art. Select **Pattern** from the **Place Background Submenu**. (If this is the first time you are accessing art files since booting the program, a menu will appear displaying the Art folder. Click on **Open**.) A list of clip art categories appears. Highlight a clip art category and the first piece of clip art appears in the **Preview Box**. Click on **Open**. The **Background Pattern Design** dialog box appears. Each piece of clip art is named and displayed in a list. Highlight the name of the piece of clip art you want to create a pattern with. Click on the various **Radio Buttons** to view the different patterns. Select a **Pattern Style**: **Corners pattern**, **Staggered pattern**, **Tiled pattern**, **Border pattern**, and **Custom pattern**. Click on **Done** and the pattern covers the background. (The default pattern is the corner pattern as represented on the right.) Select **Custom Pattern** to design your own pattern. Within the window displaying your pattern, consecutive clicks removes or replaces each piece of clip art in the pattern. When you finish, click on **Done**. The pattern appears on your background. The individual pieces of clip art that make up a background pattern can be edited. Select **Background Layer** from the **Edit Menu** and click on the piece of clip art that you want to edit.



Picture- Select **Picture** from the **Place Background Submenu** to place a background picture on your document. (If this is the first time you are accessing art files since booting the program, a menu will appear displaying the Art folder. Click on **Open**). Highlight a background and click on **Open** and the Position and Size dialog box appears. The background picture you choose can be scaled, resized, or moved. You can either type in the scaling percentages, or you can do it freehand by clicking on **Resize Graphic** and dragging the corners of the picture in the **Preview Box**. Clicking on the **Move Graphic "Hand"** repositions your background on the page. Clicking on **Load Graphic** allows you to choose a different picture without going back to the **Menu Bar**. Clicking on **Done** places the background picture on your document.

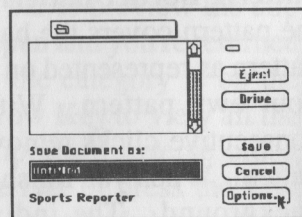
Close- The **Close** command closes the document on your work screen without exiting from the program. If you have made changes since you last saved, the program gives you an opportunity to save again before closing.
(Shortcut, **⌘W**)

Save- The **Save** command saves your design to disk. If you haven't named it yet, then you have to enter a name at the prompt. Save it either on your hard drive or on a floppy disk. (Shortcut, **⌘S**)

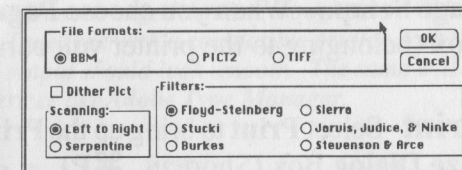
Use the Save command early and often. Develop the habit of saving your work while thinking about what to do next.

Save as...- The **Save As...** command lets you save your document under a new name without replacing your original.

Click on **Options** in the **Save As** dialog box if you plan on exporting your file. This allows you to select a **File Format**, **Scanning**, and **Filter** options.



File Formats- There are three file formats: **BBM**, **Pict2**, and **Tiff**. Selecting **BBM** allows you to edit your file with **Street Fighter** only. **Pict2** allows you to edit your file with different paint and page layout programs. **Tiff** (Tag Image File Format) allows you to edit your files using most scanner manufacturers and page layout programs.



Scanning- The **Serpentine Option** causes the dither routines to scan in a zig-zag motion as opposed to the right to left motion. This affects the appearance of dithering.

Filters- If you want to save a color design to a B & W Pict file, you have to dither it so the color transforms into B & W patterns. Use the filter options to introduce the desired dithering effects to your design. Click on the **"Dither Output"** check box in the **Print Menu**. Select a filter from the **"Filters"** pop-up menu. The filters are diffusion methods, named after the mathematicians who invented them, that diffuse color into B & W patterns. **Floyd-Steinberg**, the default filter, produces the best overall quality.

If the dithered output is too light or too dark, you can adjust the brightness of the filter to improve the quality. There is also a **"Coloring Book"** filter (only works on color art) which removes all color from the document except black. This produces art that can be colored by hand. When done, click on **OK**.

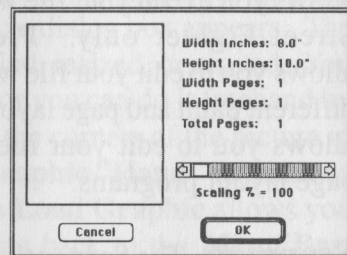
Helpful Hint: When printing a dithered picture to a laser printer, turn off the **"Graphics Smoothing"** option in the **Page Setup Dialog Box**. This prevents the printer from distorting the dithered patterns in the output. **"Larger Print Area"** and **"Precision Bitmap Alignment"** found in the **Options** section of the **Page Setup Dialog Box** should be turned on to allow the full page to be printed.

Print Preview- Select **Print Preview** to see a miniature representation of your entire document on the screen at one time. Clicking anywhere returns you to your document.

Page Setup... When you choose **Page Setup**, the **Page Setup Dialog Box** (belonging to the printer you currently selected) appears.

Print- Select **Print** to bring up the **Print Size Dialog Box** (Shortcut, **⌘P**).

The program can print your design at 100% on one sheet of paper, or it can scale the document up or down from 1% all the way up to 4500% (2025 sheets of paper).



Note: It is advantageous to print any document that will be larger than one sheet of paper on an ImageWriter as opposed to the LaserWriter. The LaserWriter prints individual pages and leaves a border around your design, so that when you piece together the pages you will have to trim them.

Printing One Strip at a Time

When printing something larger than the Standard size, you may want to print only part of it at one time. In the Print Menu, select "from" in the Pages section and type in which pages you want printed.

at 100%

Width inches:	8.0"
Height inches:	10.0"
Width pages:	1
Height Pages:	1
Total pages:	1

For example, at 100% takes up a 8 x 10" piece of paper.

at 800%

Width inches:	64"
Height inches:	80"
Width pages:	8
Height Pages:	8
Total pages:	64

If you can print at 800%, then it will be 64" wide and 80" high. Your print dialog box will show that at 800% your printout will be 8 pages high, with a total of 64 pages of paper used.

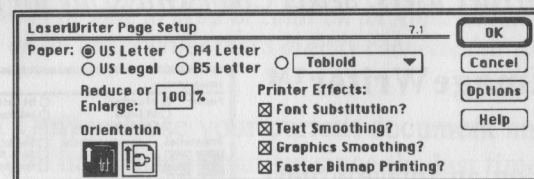
Consequently, you have 8 vertical sections, and you can print out each of these vertical sections separately. In the dialog box, type in from 1 to 8 for the first section. Then type in from pages 9-16. Subsequent sections would be 17-24 for the third section, 25-32 for the fourth section, and so on.

If you're using Postscript fonts and a Postscript printer you can type in point sizes

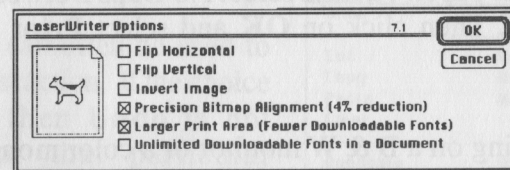
other than those listed and still print out smooth-edged letters (though they will look jagged on the screen). If you're using TrueType with a compatible printer, both the print on your screen and your printed output should look smooth. The same will be the case if you're using a display rasterizer like Adobe Type Manager.

Using a LaserWriter™ Printer

To print with a LaserWriter, first go to **Page Setup** and select all of the **Printer Effects**.



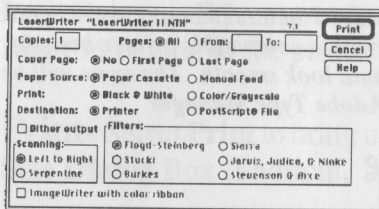
Then click on the **Options Button** and select **Precision Bitmap Alignment** and **Larger Print Area**.



Click **OK** when you've selected all of the options that you want. Click **OK** again in the **Page Setup Dialog Box**. Then select **Print** from your **File Menu**. Your **Print Size Dialog Box** appears.

Click **OK** after you've selected a size and the **Print Dialog Box** appears. On the bottom of the dialog box, six filters are featured.

Scanning is for the method of printing, and it is for you to decide what works best. The **Serpentine Option** causes the dither routines to scan in a back and forth motion. Select other choices you need and click on **Print**.



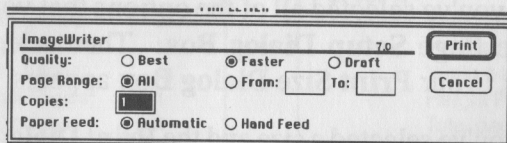
If you have a color monitor that is set to 16 or more colors, your print Dialog box will look like this.

B & W LaserWriter users: Select *Color\Grayscale* for best results.

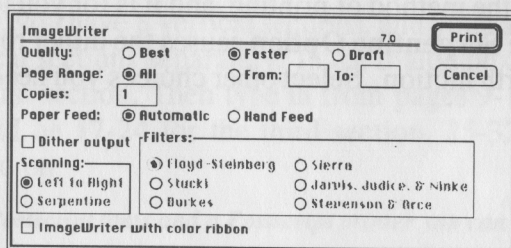
Using an ImageWriter™ Printer

When printing on an ImageWriter, select **Page Setup** from the **File Menu**. Choose the **US Letter** paper size if you are using standard fanfold computer paper. Always select **No Gaps Between Pages** from **Special Effects**. Then click on **OK** and select **Print** from the **File Menu**.

If you are working on a B & W monitor or a color monitor set in the B & W mode, your Print Dialog box will look like this.



If your monitor is set at 16 colors, your Print Dialog Box will look like this.



To print in color, be sure you have a multi-colored ribbon set in your printer. Choose the print quality you want (**Draft** is the fastest). Then choose **ImageWriter with color ribbon**. Choose **Page Range** when you are printing a large creation and you only want to print a section of it. When all settings are correct, click on **Print**.

Note: The exact content of the dialog box depends on the printer being used. Refer to your Macintosh owner's guide or printer manual for other printer options.

Warning To Network Users: When using the Jurassic Park network version on a network, you won't be able to print in color on an Appletalk Imagewriter. Instead, you must print on an Imagewriter that's directly connected to your computer.

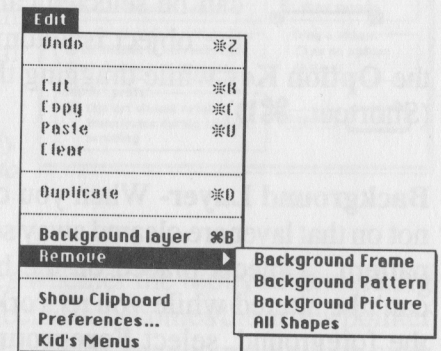
Quit- Select **Quit** to close your current document and exit from the program. If you have made changes since the last time you saved, the program will ask "Save changes before quitting?" (Shortcut, **⌘Q**).

The Edit Menu

Undo- Undo can often be used to cancel your last action. If the choice is dimmed, then **Undo** is not available for that particular operation (Shortcut, **⌘Z**).

Cut- Select **Cut** to cut out a selected (active) area of text or clip art to put onto the **Macintosh Clipboard**.

The object can then be pasted into another document or the **Macintosh Scrapbook** (Shortcut, **⌘X**).

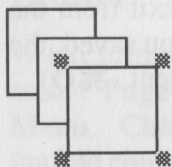


Copy- Select **Copy** to place a copy of the selected text or clip art onto the **Macintosh Clipboard** without disturbing the selected object (Shortcut, **⌘C**).

Paste- Select **Paste** to place a copy of whatever is on the **Macintosh Clipboard** into your document. The object stays on the clipboard and can be pasted as many times as desired (Shortcut, **⌘V**).

*Graphics and text can be imported into Street Fighter™ via the **Macintosh Clipboard** or **Scrapbook**. Simply paste it into your document. When the graphic is pasted in, it can be scaled, squeezed, squashed, or stamped!*

Clear- Unlike **Cut**, the **Clear** command removes the selected object or text without placing it on the clipboard. Anything that's "cleared" is gone forever. It's a menu version of the **Delete Key**.



Duplicate- The **Duplicate** command is one of the most useful tools for creating designs. **Duplicate** creates a copy of the selected object and offsets it slightly to make it easier to separate from the original. Anything that can be selected can be duplicated. The latest copy of the object is automatically the one selected. Pressing the **Option Key** while dragging the object has the same effect. (Shortcut, **⌘D**)

Background Layer- When you choose **Background Layer**, objects not on that layer are cleared away so you can manipulate the background pattern. Objects placed on the background layer (clip art and text) can't be altered while you're working in the foreground. To return to the foreground, select **Foreground Layer** (Shortcut, **⌘B**) from the **Edit Menu**.

Remove- Objects that can't be selected would be difficult to remove, if no special allowance were made. Select **Remove** to delete **patterns, shapes, and background pictures**--items that are otherwise difficult or impossible to get rid of.

Background Pattern- Select this to remove only the pattern from your document.

Background Picture- Select this to remove only your background picture from your document.

All Shapes- This command removes all **graphics** and **text** from your document, but leaves background pictures, frames, and patterns intact. Choosing **All Shapes** is a convenient way of clearing your document. The **All Shapes** command can be set (in the **Preferences Dialog Box**) to clear both background and foreground layers, or to clear only the layer currently being worked on.

Show Clipboard- Select **Show Clipboard** to check the contents of the Clipboard before taking any further action.

Preferences...—Certain features of the program can be customized to suit your needs. Experiment freely with various choices, because you can always reset your preferences.

***Note:** Preferences take effect immediately. There is no need to exit the program or to reboot your Macintosh.*

After drawing: This box determines whether the tool you're working with (line, star, oval, etc.) remains selected or becomes the arrow pointer when you release the **Mouse Button**. If you need to manipulate each object after pasting or creating it, you might find it convenient to have the **Arrow Tool** selected for you automatically. If you're creating a number of objects or making objects out of separate pieces, you'll probably find it more convenient to have the tool remain selected.

Remove all shapes will delete: This box lets you choose whether you want the **Remove All Shapes** command to wipe out everything or only the shapes on the current layer.

Clip art prefs: If you alter the dimensions of a piece of clip art, you can keep the alteration (squeeze, stretch, etc.) while paging through the rest of the clip art category.

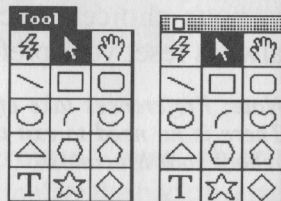
Draw new shapes: This box lets you choose the default setting for the object's opacity property. You can choose to have the new object transparent or you can choose the reverse.

Drag a shape: Multiple shapes drag quicker as an outline, because dragging an outline uses up less computing power. However, the outline is a box surrounding the objects and not the actual shape. If you need to judge the effect of your dragging, then you have to pause a moment with the object clicked on to allow time for the objects to materialize.

Kid's Menus- Select this to switch to the limited, easy-to-use menus.

The Tool Menu

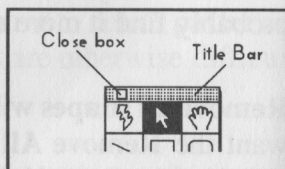
Clicking on any of the boxes within the **Tool Menu** selects the tool pictured there. Double-clicking on some tools produces additional action.



The **Tool Menu** is actually a "tear-off" palette. Highlight the **Tool Menu** and then drag down past the end of the menu. It tears off the **Menu Bar** and becomes a palette that you can move over the surface of your document. When you tear-off the palette, you can double-click on the tools for more options!

The **Tool Palette** can be moved around by "grabbing" the **Title Bar** (clicking and dragging). This is useful for moving the palette when it gets in the way of your work.

When you're ready to put away the **Tool Palette**, click on the close box. The palette disappears.



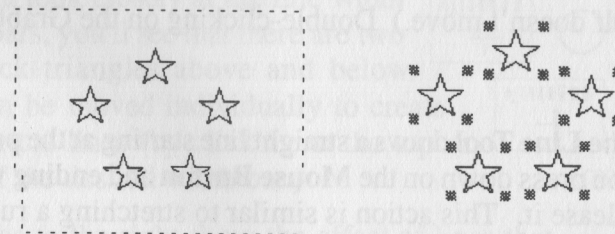
The "**Zapper**" removes objects similar to the Delete Key. Zapping is the quickest way to get rid of an object, but once the object is zapped, it's gone. (If you change your mind about a zapping before making any other moves, select Undo from the Edit Menu.)

Note: Double clicking on the **Zapper** erases your document. You'll be warned before this happens.



The **Arrow** is used to point to objects for a variety of reasons:

Selecting- Use the **Arrow Tool** to point to an object (text, clip art, or shapes). Clicking selects that object for whatever action you take next. The Arrow also can select a group of objects. Point to a place above and to the left of the objects you wish to select. Then drag downward and diagonally so the dotted rectangle surrounds the objects. When you release the **Mouse Button**, gray handles appear around each object indicating that all of the objects in the group have been selected. A "**group select**" lets you perform an action on many different objects at the same time. This feature is ideal for saving created combinations of clip art and text as a single piece of clip art in your scrapbook, moving as a group, or performing edit functions and transform functions as a group. Click away from the group and the items respond individually.



Note: If you want to create a group select, but other objects are mixed in with the items you want to group, you can select just the objects that you want to group. Hold down the Shift Key and select each object. All of the selected objects can then be grouped. In the sample to the right, only the stars have been selected and will act as a group. The other shapes have not been selected and therefore will not be affected.



To resize

Resizing- The **Arrow** is also used to resize objects by pointing and dragging. When an object is selected, four gray handles appear. Pointing to one of these handles and dragging causes the object to grow in the direction you're dragging. The same method is used to reshape text boxes.

Note that when you drag a text box, the type in the box doesn't change size; the box simply changes its shape.

Note: "Grouped" objects can't be dragged to resize; however, you can use features offered under the Transform menu.



To move

Moving- To move a selected object, point to it and drag.

Wait until the handles appear before attempting to drag any object. On complex documents, and particularly when you're working with color, there is a lag in selecting and in dragging.



The Grabber moves your work screen around on the page, similar to the scroll bars. The screen you're looking at is actually a window on a larger page. The little grabber hand "slides" the page back and forth under the window so you can work on different parts of the page. (The window itself doesn't move.) Double-clicking on the Grabber has no effect.

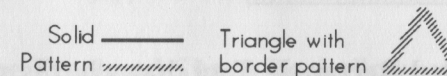
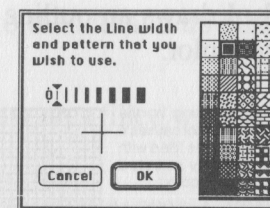


The Line Tool draws a straight line starting at the point where you press down on the **Mouse Button** and ending where you release it. This action is similar to stretching a rubber band between two points.

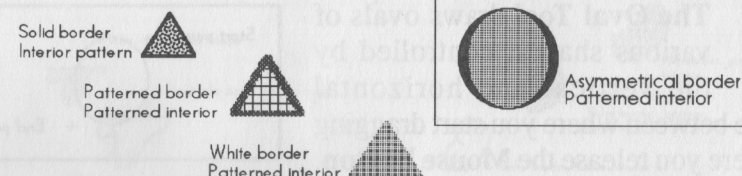
*Hint: To draw a perfect line (no jags), move the **Mouse** slowly while holding the **Mouse Button** down until you reach a point where the line appears straight.*

Line Description Dialog Box

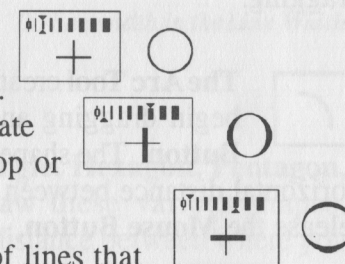
Double-clicking on the **Line Tool** brings up a dialog box that lets you choose line thickness. Click on the thickness and the pattern you would like to use. The look of the lines you draw is determined by the pattern selected.



The **Pattern Palette** in the **Line Dialog Box** also affects the borders (or lines) that make up the other shapes you may draw, as you can see from the triangle above. By using the **Line Pattern Palette** in combination with the regular **Pattern Palette**, you can create a variety of effects.



When you look closely at the line width selector bars, you'll see that there are two little black triangles above and below. These can be moved individually to create asymmetrical lines (by clicking at the top or bottom of the desired width bar.)



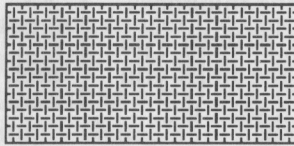
The circles to the right show the effect of lines that are thicker in one or the other direction. The various choices can all be combined to produce complex shapes and effects.



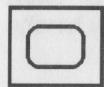
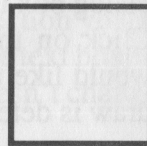
The Rectangle Tool creates boxes and squares by dragging, starting at the point where you press down on the **Mouse Button** and ending where you release it. The **Rectangle**

Tool draws an outline box with the currently selected border pattern and color.

Double-clicking on the Rectangle Tool causes it to draw boxes filled with the currently selected pattern and color.



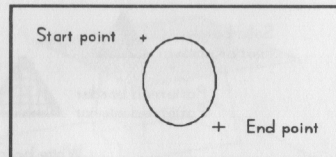
Perfect squares are created by holding down the Shift Key while dragging.



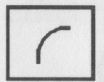
The Rounded Rectangle Tool draws boxes with rounded corners. Other than the rounded corners, it's identical to the plain **Rectangle Tool**. Double-clicking on the **Rounded Rectangle Tool** causes it to draw boxes filled with the currently selected pattern and color.



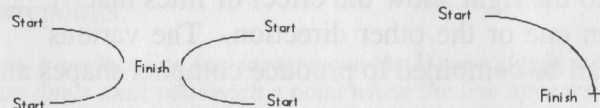
The Oval Tool draws ovals of various shapes, controlled by the vertical and horizontal distance between where you start dragging and where you release the **Mouse Button**.



Perfect circles are created by holding down the **Shift Key** while dragging.



The Arc Tool creates a quarter of an oval, starting where you begin dragging and ending where you release the **Mouse Button**. The shape of the arc is controlled by the vertical and horizontal distance between where you start dragging and where you release the **Mouse Button**.

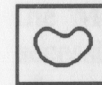


If you drag to the right and down, the inside of the curve will face to the left and down. Dragging to the right and up puts the inside of the curve up and to the left. Dragging to the left and down puts the inside

of the curve down and to the right. Dragging to the left and up puts the inside of the curve up and to the right.

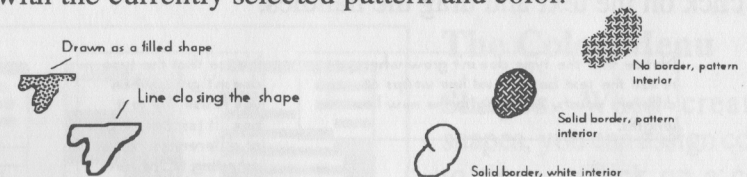
Double-clicking on the **Arc Tool** causes it to draw arcs filled with the currently selected pattern and color.

It's usually easier to create your arcs first, then to position them on the page. Curves can often be rotated or flipped to create the contour you have in mind.



The Freehand Shape Tool allows you to draw enclosed shapes. If you don't close your shape, the program will draw a straight line across the endpoints of your drawing. If you have selected a fill pattern, it'll be contained by the straight line.

Double-clicking on the **Freehand Shape Tool** causes it to draw shapes filled with the currently selected pattern and color.

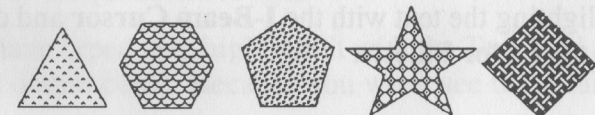


Shapes can be drawn with no border by selecting "0" line width in the **Line Width Dialog Box**.



The Triangle, Hexagon, Pentagon, Star, and Diamond Tools let you draw these various shapes, controlled by the vertical and horizontal distance between where you start dragging and where you release the **Mouse Button**.

Double-clicking on these tools causes them to draw shapes filled with the currently selected pattern and color.



T

The **Text Tool** creates a box with a flashing cursor for entering text of your choice. Double-clicking on the **Text Tool** pops up the **Text Selection Dialog Box**.

When you select the **Text Tool** from the **Tool Palette**, your cursor changes to a small crosshair. To begin entering text, place the crosshair where you would like the text box to be and drag a box out to the size you desire. You can start typing now, or you can pre-select a font, point size, and style.

Don't worry about the depth of

the box. It will grow downward as you type.

Select the **Arrow Tool** to reshape your text box or to move it. Point to the middle of the box and drag to move the entire box. To resize the box, click on the text and drag the handles.

Notice that the type doesn't grow when you resize the text box. It just line wraps at different points, adjusting to the new line lengths.

Notice that the type doesn't grow when you resize the text box. It just line wraps at different points, adjusting to the new line lengths.

Text Attributes- Fonts, point sizes, and styles can be selected either by choosing one attribute at a time from the menus, or by using the **Text Selection Dialog Box** which can be reached by either double-clicking on the **Text Tool** or by selecting **Other** from the **Text Menu**.

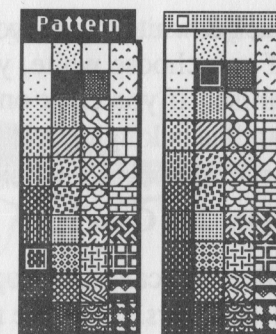
Color Type

Type can appear in any of the available colors. After you have established a text box to type into, click on a color in the **Color Palette** located under the **Color Menu**. Your text appears in the color you selected. You can also create color type by highlighting the text with the **I-Beam Cursor** and clicking on a color from the **Color Palette**.

The Pattern Menu

Click on any of the boxes within the **Pattern Menu** to select the pattern pictured. Double-clicking on the **Pattern Boxes** has no effect.

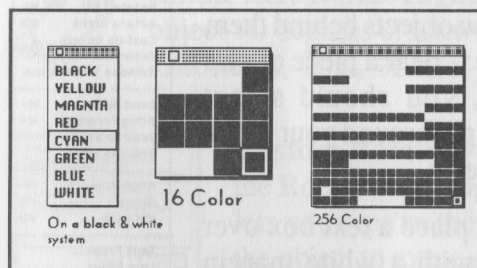
The **Pattern Menu** is actually a "tear-off" palette. If you highlight the menu and drag down past the end, the menu will tear off from the **Menu Bar** and will become a more accessible palette that floats over the surface of your page.



The menu

The "tear off" palette

The **Pattern Palette** can be moved from place to place by "grabbing" the **Title Bar** (clicking and dragging). When you're ready to put away the **Pattern Palette**, click on the **Close Box**.



On a black & white system

256 Color

The Color Menu

Shapes- When creating shapes, you can assign colors to them. Click on a color from the **Color Menu** and then create your shape.

Text-Type your text as you normally would. When you are finished, highlight the text and click on a color in the **Color Menu**. The text appears in the color you selected.

Color Text on Black & White Systems- On black & white systems, the choices on the color palette refer to color printing rather than to colors displayed on your screen. If your printer can take advantage of the eight-color quickdraw built into black & white Macs, you can use this palette to assign colors to text.

After you have typed text, highlight it with the **Text Tool** and click on the desired output color. Because you won't see the results on your

black & white screen, you may want to jot down your color assignments. (If you choose white, you'll notice a difference; the text will seem to vanish. If you click on the area, however, you will see the little gray handles belonging to the invisible text.)

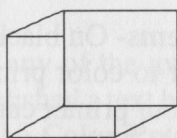
16 vs. 256 Colors

All of Toucan's desktop publishing/print programs include art drawn in 16 colors. If you're not planning on importing 256 color mode art, then we suggest you use the 16 color mode. Using the program in the 16 color mode speeds processing, especially in the slower color systems and uses less memory.

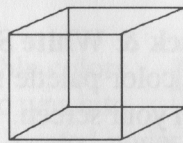
The Transform Menu

Transparent/Opaque... Objects can either cover whatever they're in front of or allow objects behind them to show through. When placing text near a piece of clip art or another section of text, you should select **Transparent** so that the white margin around your block of text does not overlap other objects.

If you create a colored object and place a text box over it, the actual text will show up with a white margin around it. Select **Transparent** under the **Transform Menu** to make the white margin disappear. The **Transparent** and **Opaque** commands can be used in combination with the **Bring Forward** and the **Send Back** commands to produce interesting effects.



Square Opaque



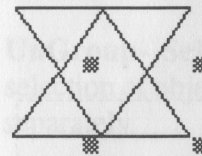
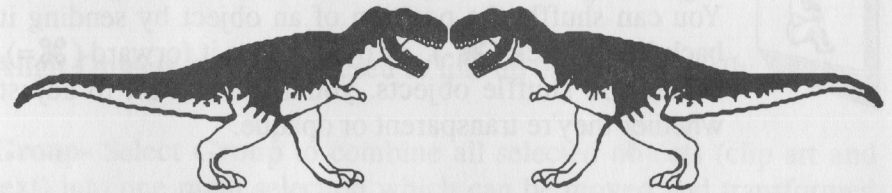
Square Transparent

beqqilt ed nno txeT
edrt of emoolW loot
lbtrow zialg enixool

Flip Horizontal- Choose **Flip Horizontal** to make a mirror image of the selected object. (Shortcut: **⌘H**)

Transform	Font	Text
Transparent		
✓ Opaque		
Flip Horizontal	⌘H	
Flip Vertical	⌘T	
Rotate Left	⌘L	
Rotate Right	⌘R	
Custom Rotate...		
Scale Selection...		
Remove Transforms		
Send Back	⌘-	
Bring Forward	⌘=	
Send to Back		
Bring to Front		
Align Objects...	⌘M	
Group	⌘G	
Ungroup	⌘U	
Text Props...		
Line Props...		
Shortcuts...	⌘K	

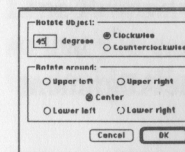
The **Flip Horizontal** command is particularly useful for creating sets of facing shapes.



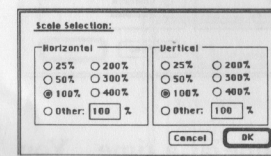
Flip Vertical- Select **Flip Vertical** to turn the selected object upside down. Combining horizontal and vertical flips can create interesting patterns. (Shortcut: **⌘T**)



Rotate Left/Rotate Right- Select **Rotate** to turn the selected object 90 degrees clockwise or counterclockwise. (Shortcuts, **⌘L**, **⌘R**)



Custom Rotate... Choose **Custom Rotate** to open the **Rotation Dialog Box**. The **Rotate Object** section lets you type in the number of degrees that you want the object to rotate and in which direction. The **Radio Buttons** in the **Rotate around** section determine the pivot around which the object swings.



Scale Selection... Select **Scale Selection** to open a dialog box that lets you scale the currently selected object up or down in precise increments. Choose the same scaling percentage in both directions to increase or decrease the size of the object proportionately.

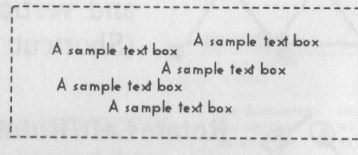
Remove Transforms- Select **Remove Transforms** to cancel any flips, rotations, or scaling you have done on the currently selected object.



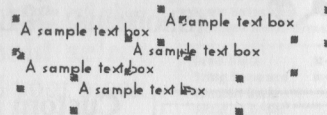
Send Back/Bring Forward- Each object (shape, text box, or piece of clip art) lies on its own layer in your document. You can shuffle the position of an object by sending it back in the stack (\mathbb{X} -), or by bringing it forward (\mathbb{X} =). When you shuffle objects, you'll often want to adjust whether they're transparent or opaque.

Send to Back/Bring to Front- Choose **Send to Back** or **Bring to Front** to send the currently selected object all the way to the bottom or all the way to the top layer.

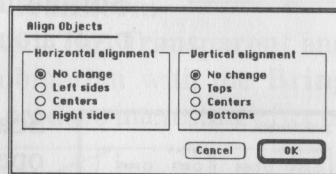
Align Objects... To align a set of objects, you must first select them. Use the **Arrow Tool** to drag a selection box around them. In this example, five separate text boxes are being selected:



When you release the **Mouse Button**, all of the handles appear at once.



Now that your objects are selected, you can choose **Align Objects** from the **Transform Menu**. The **Alignment Dialog Box** appears.



Selecting **Left Sides**, left justifies clip art or text. If you have adjusted your objects before selecting them, **Centers** will center objects, and **Right Sides** will align the objects flush right. The example below involves left justified type.

The vertical spacing can then be sorted out one line at a time. You must click on a spot away from the objects to unselect the group. Then click on the individual objects and adjust their vertical position. (Remember, pressing the Shift Key while dragging with the arrow limits the movement to either horizontal or vertical, depending on the direction of your first Mouse movement.)

*To make your **left**, **center**, and **right alignments** come out properly, you should make sure that each text box in the group is individually set for the alignment you want the whole group to have: left for left, center for centered, right for right.*

Align Objects can also be used to line up objects vertically.

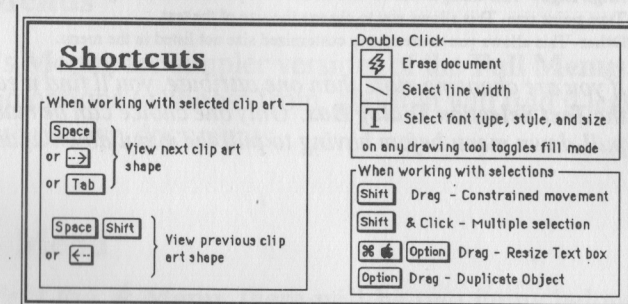
Group- Select **Group** to combine all selected objects (clip art and text) into one main selection which can be moved and transformed simultaneously.

Ungroup- Select **Ungroup** to undo the **Group** command on a selection of objects. This allows all objects to be moved or transformed separately.

Text Props... Choose this to access the **Text Selection Dialog Box** so that you can set your font and point size. You can also access the **Text Selection** by double-clicking on the **Text Tool** on the **Tool Box**.

Line Props... Choose this to access the **Line Selection Dialog Box** so that you can set your line size and pattern. You can also access this by double-clicking the **Line Tool** on the **Tool Box**.

Shortcuts... Select **Shortcuts** to access the list of quick-key commands.



The Font Menu

The **Font Menu** lets you select a font by highlighting your choice and releasing the **Mouse Button**. If you have more fonts installed in your system than can be displayed at one time, a small black triangle will appear at the end of the list. Dragging past the end causes the list to scroll. Highlight a font and release the **Mouse Button** to select.

The Text Menu

The **Text Menu** lets you select attributes by highlighting them and releasing the **Mouse Button**.

Go to the **Text Menu**, click on the top of the menu, hold your **Mouse Button** down and drag, and your menu choices are available:

Type Styles:

Plain- The quick brown fox jumped over the lazy dogs.
Bold- The quick brown fox jumped over the lazy dogs.
Italic- The quick brown fox jumped over the lazy dogs.
Underline- The quick brown fox jumped over the lazy dogs.
Outline - The quick brown fox jumped over the lazy dogs.
Shadow- The quick brown fox jumped over the lazy dogs.
Outline/Shadow- The quick brown fox jumped over the lazy dogs.
Condense- This compresses the amount of space between letters in your text.
Extend- This increases the amount of space between letters in your text.

Text alignment:

Align Left- This changes text so that all lines are justified on the left side.

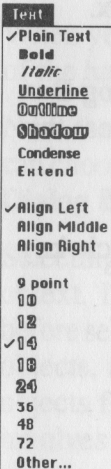
Align Middle- This changes text so that all lines are centered with respect to each other.

Align Right- This changes text so that all lines are justified on the right side.

Type point size- This allows you to change the size of the text.

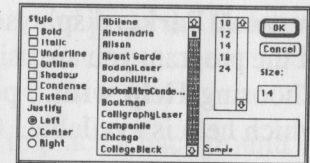
Other- This allows you to create any customized size not listed in the menu.

*If you are choosing more than one attribute, you'll find it easier to use the **Text Selection Dialog Box**. Only one choice can be made from the pull-down menu before having to pull the menu down again.*



Using the Text Selection Dialog Box

Double-click on the **Text Tool** to bring up the **Text Selection Dialog Box**. It provides a convenient way of choosing text attributes all at once, instead of one at a time from the menus.



All styles, except **Plain Text**, can be used alone or in combination. Choosing **Plain Text** deselects all other styles. Only one of the alignment and the point size options can be selected at one time. Choosing **Other...** brings up the **Text Selection Dialog Box**.

Choices under **Style** can be used singly or in combination; that's why they are presented as check boxes.

Choices under **Justify** are selected singly for aligning your text.

The **Font List Box** shows whatever fonts are currently listed, while the **Point Size List Box** shows which point sizes are available for display on screen. You can insert your own size in the size box. You can see the effect of each of your choices in the preview window in the lower right corner.

Quick Tip: While in the text editing mode, you can move the current text box you're editing by holding the **Command** and **Option** Key down, and then dragging the text box with the **Arrow** Cursor.

Kid's Menus

The **Kid's Menus** are simpler versions of the **Full Menus**. With less menus and options to choose from, children will find it less confusing to create their own documents.

The Menu

If you select the **Menu**, there will be two items belonging to the program: **About Jurassic Park...** and **Help with....** Choosing **About**

Jurassic Park... displays an opening screen showing you what version of the program you are using. Click on the picture to close the category. Choosing **Help with...** pops-up a dialog box that lists the topics for which help is available. Click on **Done** when finished.

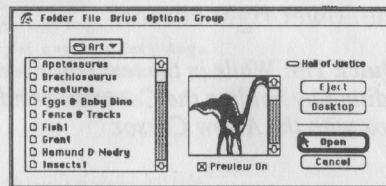
The File Menu

New- Select **New** to open a blank page (Shortcut, **⌘N**). If there is a file open already, **New** will be grayed out. Only one file can be open at one time. You'll have to close the opened file by selecting **Close** from the **File Menu**.

File	
New	⌘N
Open...	⌘O
Clip Art	⌘A
Picture	
Frame	
Close	⌘W
Save	⌘S
Print	⌘P
Quit	⌘Q

Open... The **Open** command allows you to open different files, using a standard Macintosh-style list box. Select **Open** from the **File Menu**. Highlight the file name that you want and click on **Open**. Your document appears. If you're already in the program and want to open another file, save and close the file you're in first (Shortcut, **⌘O**).

Clip Art... Select **Clip Art** from the **File Menu**. (If this is the first time you are accessing art files since booting the program, a menu will appear displaying the Art folder. Click on **Open**). A list of clip art categories appears. Highlight a clip art category and the first piece of art in that category is displayed in the **Preview Box**. Use the scroll bar to preview the clip art. Click on **Open** and the first piece of clip art from the category appears on your design. Press the **Space Bar** or the **Right Arrow Key** to view all the clip art within the category. (To view the clip art in reverse order, press the **Shift Key** before pressing the **Space Bar** or press the **Left Arrow Key**.) If you want to add an additional piece of clip art from the same category, hold down the **Option Key** and drag off a copy from the original. If you want to add another piece of clip art from a different category, select **Clip Art** from the **File Menu**.



Deleting Clip Art- Click on a piece of clip art and press the **Delete Key**.

Picture- Select **Picture** from the **File Menu** to place a background picture on your document. (If this is the first time you are accessing art files since booting the program, a menu will appear with the Art folder in it. Click on **Open**). A list of background pictures appears. Highlight a background and click on **Open** and the Picture Preview dialog box appears. The background picture you chose appears in a viewer box to the left. Clicking on **Load Picture** allows you to choose a different picture without going back to the **Menu Bar**. Clicking on **Done** places the background picture on your document.

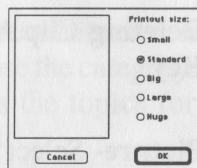
Frame- Select **Frame** from the **File Menu** to place a frame on your document. (If this is the first time you are accessing art files since booting the program, a menu will appear with the Art folder in it. Click on **Open**). Highlight **Frames** and click on **Open** and a list of frames appears. Highlight a frame and it appears in the preview box. Click on **Select** to place the frame on your document.

Close- The **Close** command closes the document on your work screen without exiting from the program. If you have made changes since you last saved, the program gives you an opportunity to save again before closing (Shortcut, **⌘W**).

Save- The **Save** command saves your design to disk. If you haven't named it yet, then you have to enter a name at the prompt. Save your document either on your hard drive or on a floppy disk (Shortcut, **⌘S**).

Use the Save command early and often. Develop the habit of saving your work while thinking about what to do next.

Print- Select **Print** to bring up the **Print Size Dialog Box** (Shortcut, **⌘P**). Select a size and click on **OK**. See the "Print" section in the Full Menus section (pages 10-12) for more information.

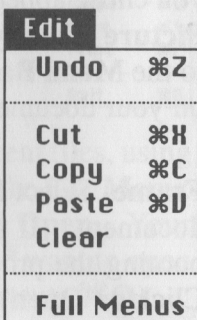


Quit- Select **Quit** to close your current document and exit from the program. If you have made changes since the last time you saved, the program will ask "Save changes before quitting?" (Shortcut, **⌘Q**).

The Edit Menu

Undo- **Undo** can often be used to cancel your last action. If the choice is dimmed, then **Undo** is not available for that particular operation (Shortcut, **⌘Z**).

Cut- Select **Cut** to cut out a selected (active) area of text or clip art to put onto the **Macintosh Clipboard**. The object can then be pasted into another document or the **Macintosh Scrapbook** (Shortcut, **⌘X**).



Copy- Select **Copy** to place a copy of the selected text or clip art onto the **Macintosh Clipboard** without disturbing the selected object (Shortcut, **⌘C**).

Paste- Select **Paste** to place a copy of whatever is on the **Macintosh Clipboard** into your document. The object stays on the clipboard and can be pasted as many times as desired (Shortcut, **⌘V**).

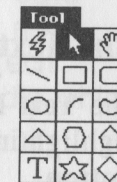
Graphics and text can be imported into Street Fighter via the **Macintosh Clipboard** or **Scrapbook**. Simply paste it into your document. When the graphic is pasted in, it can be scaled, squeezed, squashed, or stamped!

Clear- Unlike **Cut**, the **Clear** command removes the selected object or text without placing it on the clipboard. Anything that's "cleared" is gone forever. It's a menu version of the Delete Key.

Full Menus- Select this to switch to the full-featured menus.

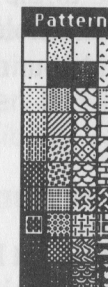
The Tool Menu

Clicking on any of the boxes within the **Tool Menu** selects the tool pictured there. Double-clicking on some tools produces additional action. See "Tool Menu" in the Full Menus section (pages 16-20) for more information.



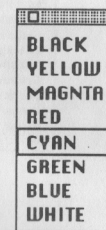
The Pattern Menu

Click on a filled shape that you have created. Then click on any of the boxes within the **Pattern Menu** to fill the shape with the pattern selected.

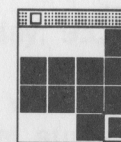


The Color Menu

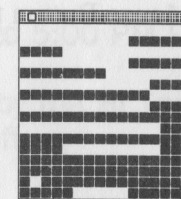
To make a selection from the Color Menu, select the **Color Menu** and drag it off of the Menu Bar.



On a black & white system



16 Color



256 Color

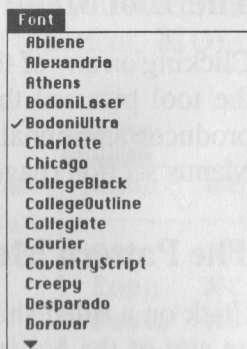
Shapes-When creating shapes, you can assign colors to them. Click on a color from the Color Menu and then create your shape.

Text-Type your text as you normally would. When you are finished, highlight the text and click on a color in the Color Menu. The text appears in the color you selected.

The Text Menu

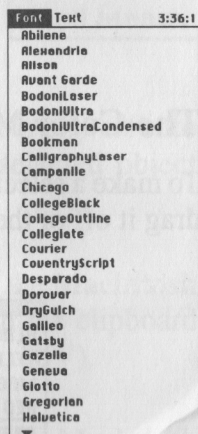
The **Text Menu** lets you select attributes by highlighting them and releasing the **Mouse Button**.

Go to the **Text Menu**, click on the top of the menu, hold your **Mouse Button** down and drag, and your menu choices are available.



The Font Menu

The **Font Menu** lets you select a font by highlighting your choice and releasing the **Mouse Button**. If you have more fonts installed in your system than can be displayed at one time, a small black triangle will appear at the end of the list. Dragging past the end causes the list to scroll. Highlight a font and release the **Mouse Button** to select.



90 DAY LIMITED WARRANTY

Hi Tech Entertainment (formerly Hi Tech Expressions) warrants the physical media (CD or disk(s)) furnished by Hi Tech Entertainment to be free from defects in material and workmanship under normal use for a period of 90 days from the date of delivery to the original purchaser as evidenced by a copy of the purchase receipt. Hi Tech Entertainment will replace any such defective media which is promptly returned to it free of charge.

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TECHNICAL SUPPORT

If you are having difficulty installing or using the program call Hi Tech Entertainments' Technical Support Staff at 1-800-216-1750 during these times:

Monday to Friday, 9:00 AM to 5:00 PM EST

No game playing hints will be given by the Hi Tech Entertainment technical support staff.

Please do not return your software unless you receive an authorization number from a support technician.

USER'S GUIDE

Macintosh



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